

Sentiment Analysis

Game Reviews



Introduction

In our project, we are trying to understand and analyze the reviews provided by gamers on the Steam platform about their gaming experience

Scope

We mainly focused on inspecting nature of every review

Preprocessing

In any sentiment analysis, it is considered to be very important to do data preprocessing before any further analysis

Word Profanity Analysis

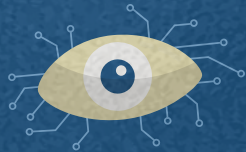
Detecting for any profanity word that could possibly appear in the reviews provided by the gamers

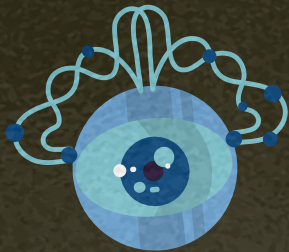
Recsys

Collaborative filtering engine

Conclusion

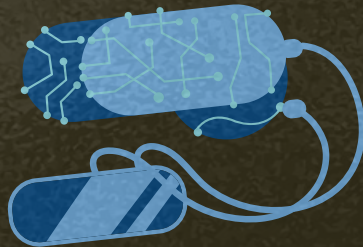
INTRØDUCTION



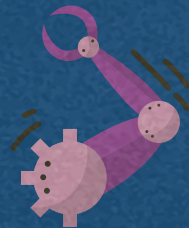
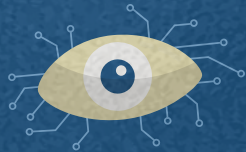


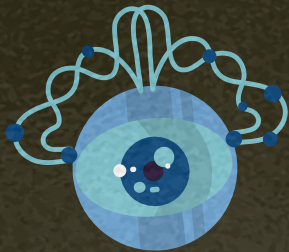
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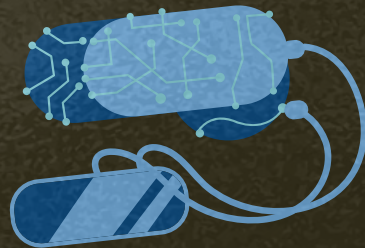
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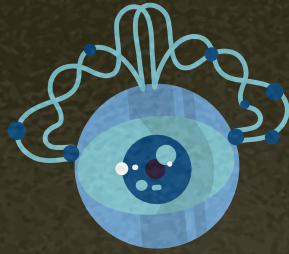
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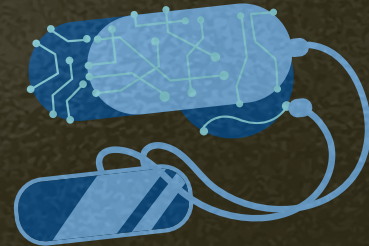
Preprocessing





Preprocessing

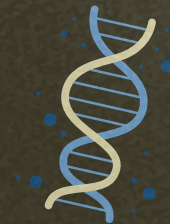
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Preprocessing: Distribution of our Data



21million+



56%

Was reviews of **Different** languages

44%

Was reviews of **English** language

Preprocessing: steps...

Cleaning

Remove punctuations,
lowering, numbers etc.



Filtering

We were only concerned about
the not recommended games

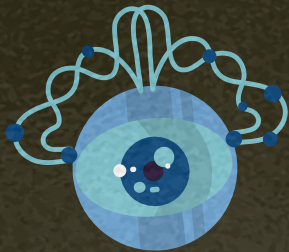
Sampling

Huge data :)



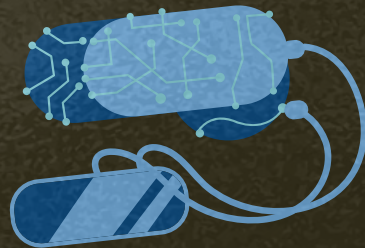
Word Profanity Analysis





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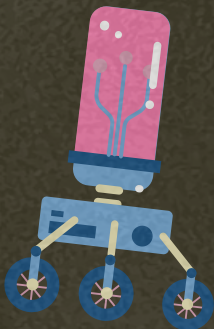
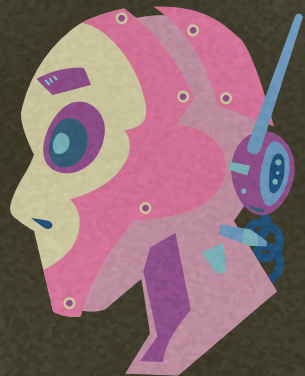
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word profanity example...

Review in CS:GO

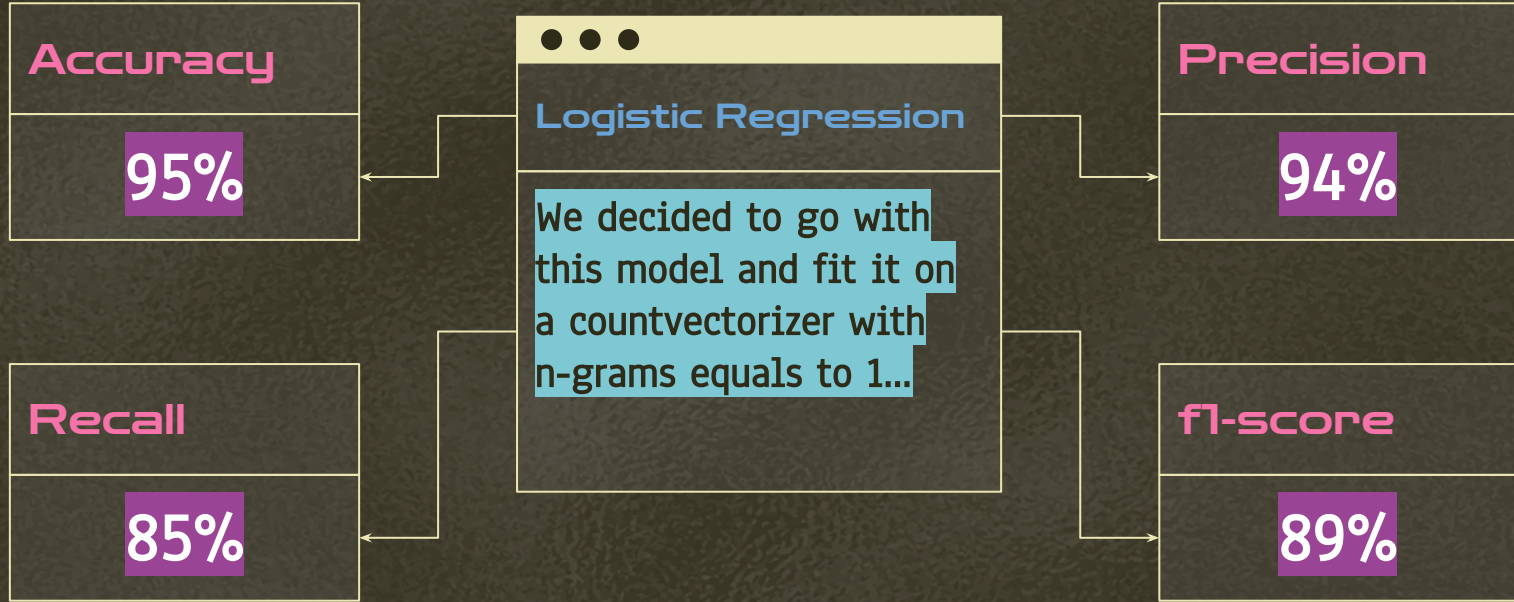
" ..I think the game is a bit lame,
and waste of time :/"



Review in Dark Souls

" this game is **** "

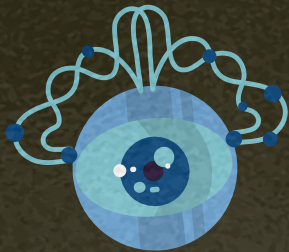
SCORES...





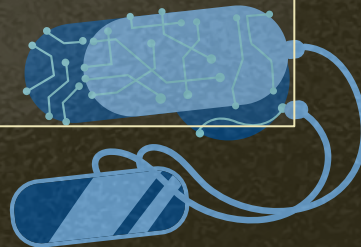
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Recsys

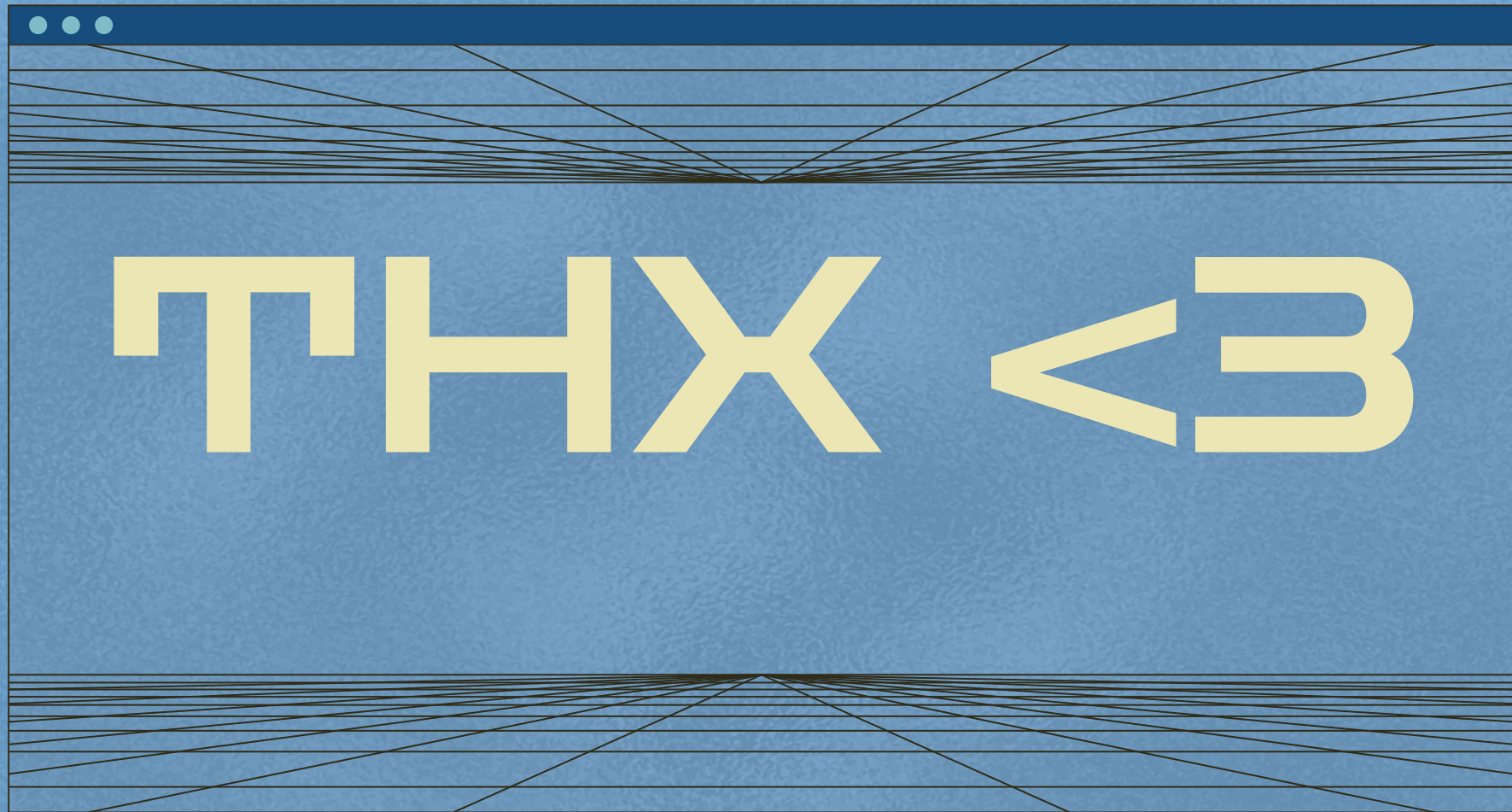
- Collaborative filtering engine
- Assumed rating
- PCA
- Eigenvalues > 60
- Unexplained!



THX

Λ3







AWESOME WORDS



